

Year 2 Social Dodgeball

Success Criteria/Unit Endpoints	Names/Initials
<p>I can recognise that everyone is different and compete with myself; striving for a personal best</p>	
<p>I can communicate in a positive way with others during activities</p>	
<p>I can listen to others and compete in a positive manner in team situations</p>	
<p>I can praise my teammates and others when playing in a game situation</p>	
<p>I can work with others in a team and compete fairly against other teams</p>	
<p>I can play fairly and accept the rules being gracious in victory or defeat</p>	

END OF KS1 ATTAINMENT TARGETS

- Can master basic movements such as running and begin to apply these in a range of activities
- Can master basic movements such as jumping and begin to apply these in a range of activities
- Can master basic movements such as throwing and begin to apply these in a range of activities
- Can master basic movements such as catching and begin to apply these in a range of activities
- Can demonstrate agility, balance, co-ordination
- In team games, has developed simple tactics for attacking and defending